

# VOID Quick Reference Sheet

## The Turn

Marker Phase	Remove all activation markers
Initiative	Both players roll D10 to see who starts
Activation Phase	Players take turns to activate units

## Orders

Move	Unit make normal move. Turn does not end Unit make rush move. Units turns end
Hold	Unit holds position and reacts to threats Units turns end A unit on hold can shoot at enemy units, that complete a move within close range, if a command check is passed A unit on hold, or an unactivated unit, can counter-charge enemy units that have charged it, if a command check is passed
Shoot	Unit shoot at enemy units. Units turns end Unit in base contact cannot shoot Must shoot at nearest enemy unit
Assault	Unit are assaulting enemy unit, starting with the closest model. Units turns end After the initial assault, the enemy unit close into base-to-base contact

## Shooting Table

Model's SH	1	2	3	4	5	6	7	8	9	10
Score To Hit	9+	8+	7+	6+	5+	4+	3+	2+	1+	0+

## Damage Table

		Targets Toughness (T)									
		1	2	3	4	5	6	7	8	9	10
Damage (Dam)	1	6+	7+	8+	9+	10	10	10	10	10	10
	2	5+	6+	7+	8+	9+	10	10	10	10	10
	3	4+	5+	6+	7+	8+	9+	10	10	10	10
	4	3+	4+	5+	6+	7+	8+	9+	10	10	10
	5	2+	3+	4+	5+	6+	7+	8+	9+	10	10
	6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10
	7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
	8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
	9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
	10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

## Range bands Table

CC	Base to base contact
Short	12 inches
Medium	24 inches
Long	36 inches
Extreme	48 inches

## To Hit Modifiers

Modifier	Situation
-1	Shooting Unit Moved
-1	Size 1 Target
+1	Size 4-5 Target
+2	Size 6-7 Target
+3	Size 8-9 Target
-2	Speculative Shot

## Close Combat Table

		Defenders Assault (AS)									
		1	2	3	4	5	6	7	8	9	10
Assaulters Assault (AS)	1	6+	7+	8+	9+	10	10	10	10	10	10
	2	5+	6+	7+	8+	9+	10	10	10	10	10
	3	4+	5+	6+	7+	8+	9+	10	10	10	10
	4	3+	4+	5+	6+	7+	8+	9+	10	10	10
	5	2+	3+	4+	5+	6+	7+	8+	9+	10	10
	6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10
	7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
	8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
	9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
	10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

## To Hit Modifiers

Modifier	Situation
-2	Unit Is Panicked
+1	Unit Charged or counter-charged
+1	Using a weapon in each hand
+1	Defending cover
+2	Opponent is panicked

## Combat Damage Table

		Targets Toughness (T)									
		1	2	3	4	5	6	7	8	9	10
Dam / ST	1	6+	7+	8+	9+	10	10	10	10	10	10
	2	5+	6+	7+	8+	9+	10	10	10	10	10
	3	4+	5+	6+	7+	8+	9+	10	10	10	10
	4	3+	4+	5+	6+	7+	8+	9+	10	10	10
	5	2+	3+	4+	5+	6+	7+	8+	9+	10	10
	6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10
	7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
	8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
	9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
	10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

## Damage Modifiers

Modifier	Situation
+1	Using a weapon in each hand

## Command Table

Model's CM	1	2	3	4	5	6	7	8	9	10
Score To Pass	9+	8+	7+	6+	5+	4+	3+	2+	1+	0+

## Morale Check Circumstances

Lost a Close Combat	Squads, Individuals
Lost 50% of members (not in Close Combat)	Squads
Lost 50% of Wound (not in Close Combat)	Individuals

## Rally Check Modifiers (use the worst)

-3	Enemy units within short range and LOS
-2	Enemy units within medium range and LOS
-1	Enemy units within long range and LOS